ABSOLUTA®

2.00

EN50131

Expandable Hybrid Control Panel

User Manual

Default User PIN: 0001

BENTEL SECURITY

A Tyco International Company

Installation of the system must be carried out strictly in accordance with the instructions described in this manual, and in compliance with the local laws and bylaws in force.

The **ABSOLUTA** Control panels have been designed and manufactured to the highest standards of quality and performance.

The **ABSOLUTA** Control panels have no user-changeable components, therefore, they should be serviced by authorized personnel only.

BENTEL SECURITY does not assume responsibility for damage arising from improper application or use.

The manufacturer recommends that the installed system should be completely tested at least once a month.

Hereby, BENTEL SECURITY, declares that **ABSOLUTA** Control panels comply with the essential requirements and other relevant provisions of Directives:
1999/5/EEC The R&TTE Directive
2006/95/EC The low Voltage Directive
2004/108/EC The Electromagnetic Compatibility Directive

This panel complies with **EN50131-1: 2008**, **EN50131-3: 2009** and **EN50131-6: 2008**
Security Grading: **2**
Environmental Class: **II**

MAINTENANCE

Please verify the correct operation of security system at least once a month.

Periodically, perform the steps below.
— Remove dust accumulation on the panel container, with a damp cloth without use any type of solvent.
— Check the status of the connections and wires.
— Check inside the panel there are no foreign bodies.
— For other security-system devices, such as smoke detectors, infrared and microwave detectors, and inertial detectors, refer to the instructions for maintenance and testing.

RECYCLING INFORMATION

BENTEL SECURITY recommends that customers dispose of their used equipment (panels, detectors, sirens, and other devices) in an environmentally sound manner. Potential methods include reuse of parts or whole products and recycling of products, components, and/or materials.
For specific information see: http://www.bentelsecurity.com/index.php?o=environmental

ELECTRICAL AND ELECTRONIC EQUIPMENT (WEEE) DIRECTIVE

In the European Union, this label indicates that this product NOT be disposed of with household waste. It should be deposited at an appropriate facility to enable recovery and recycling.
For specific information see: http://www.bentelsecurity.com/index.php?o=environmental

NOTE

In addition to User Manual, the Installation Manual is also available for the ABSOLUTA control panel.
This manuals may be purchased separately, or downloaded, free of charge, from the BENTEL SECURITY website: www.bentelsecurity.com.

The control keypads of ABSOLUTA control panel are the **CLASSIKA** and **PREMIUM** LCD/LED keypads.
ABSOLUTA control panel supports both the new key readers of the **ECLIPSE 2** series and the previous versions of **ECLIPSE** series.

BENTEL SECURITY srl reserves the right to change the technical specifications of this product without prior notice.

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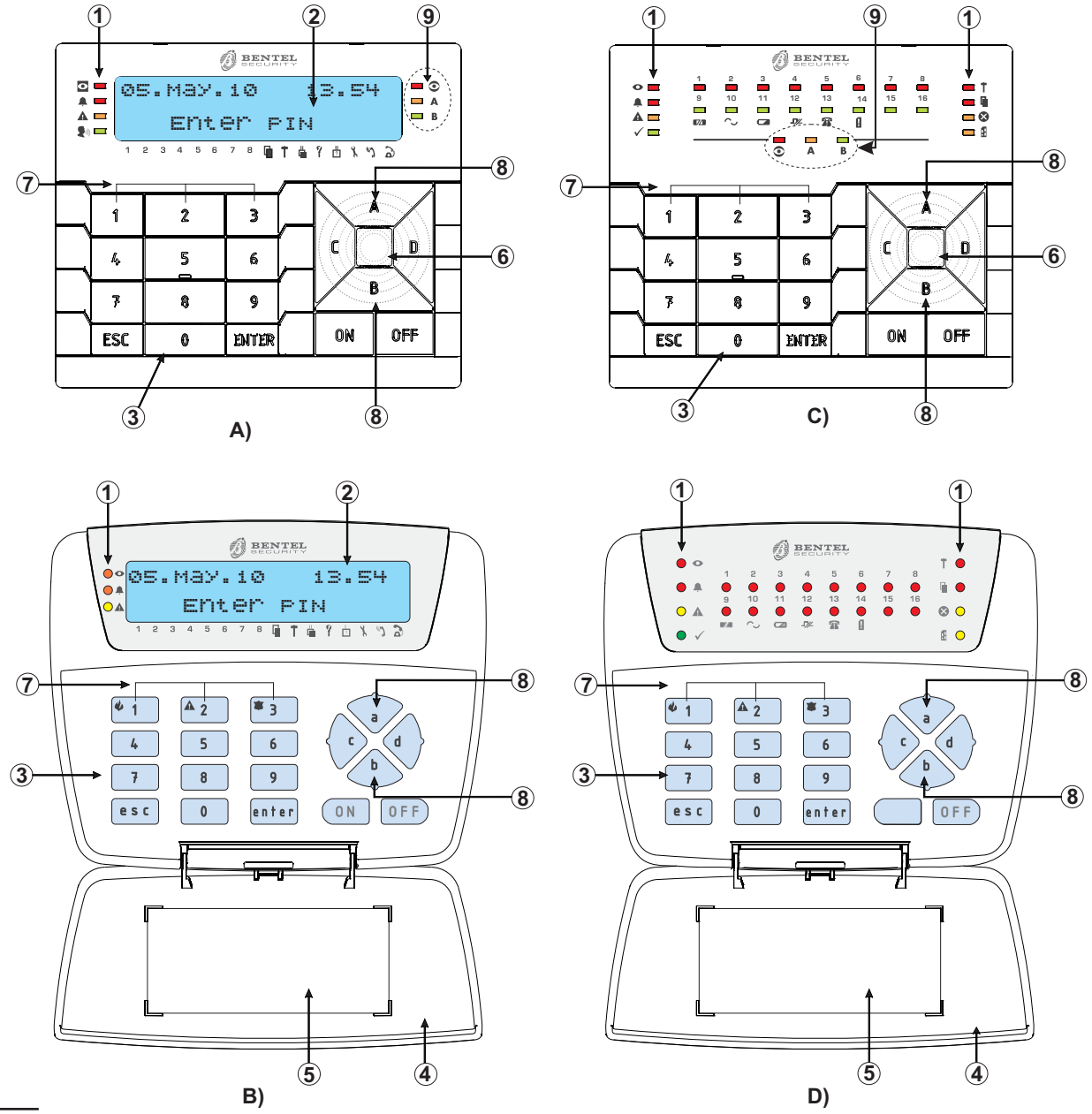

Figure 1 *ABSOLUTA supported keypads: **A**) PREMIUM LCD, **B**) CLASSIKA LCD, **C**) PREMIUM LED, **D**) CLASSIKA LED.*

	ABSOLUTA 16	ABSOLUTA 42	ABSOLUTA 104
Max Number of Keypads (LCD + LED)	8	8	16
Max Number of LED Keypad	8	8	8
Number of user PINs	31	63	127
Number of keys	64	128	250
Number of Key readers	16	32	32
Number of input expansions	32	32	32
Number of output expansions	16	16	16
Number of power supply stations	0	4	4
Max number of wired zones	16	42	104
Max number of wireless zones	32	32	32
Total max number of combined (wired+wireless) zones	32	42	104
Number of partitions	8	8	16
Max number of output	6	20	50
Max telephone numbers	32	32	32

Table 1 *ABSOLUTA Panel Series Features.*

Read this guide thoroughly to learn how to use your system. See the Glossary to learn about the words used in the instructions.

■ **Glossary**

Alarm Zone A limited area of the premises monitored by detectors (e.g. Motion detectors, Door/Window contacts, etc.).

BPI Device A peripheral device connected to the Control panel by a 4 pin conductor.

Beep An audible signal emitted by the Keypad each time a key is pressed, or when requested operations have been completed.

Buzz An audible signal emitted by the Keypad to indicate that a requested operation is impossible, or has been denied (for example, automatic exit from the User Menu at a LED keypad).

Buzzer An audible signalling device inside Keypads and PROXI Readers.

Central Station A private Security Company your Control panel will send Alarm, Trouble and Emergency messages to (that is, if remote monitoring is enabled).

Detector A device which signals alarm conditions (e.g. Glassbreak, Forced entry, etc.).

Dialler A device which sends voice message to programmed phone numbers.

Digital Communicator An integrated on-line device that sends digital signals.

Digital Key An electronic control key with a random PIN (selected from over 4,294,967,296 billion combinations).

Display An alphanumeric screen on the LCD Keypads.

LCD Keypad A command keypad with a display. Your Control panel can be programmed and controlled via LCD Keypads.

LED A small coloured light on the Keypads and Readers.

LED Keypad A command keypad with LEDs. Your Control panel can be controlled via LED Keypads.

Log A list of the last 2000 events

Partition A section of the premises. Each Partition can have its own Times, PINs and Digital Keys/Cards, etc.

Reader A peripheral control device which accepts commands from Digital Keys/Cards (e.g. PROXI Proximity Reader, ECLIPSE2 Readers).

Real-time Instant Audible/Visual signals or communications.

Telemonitoring A remote-monitoring service provided by a Central Station. This feature will allow the Control panel to transmit real-time events (e.g. Forced entry, Tamper, Alarms, etc.) to the Central station.

Teleservice A remote-maintenance service provided by your Installer. The Teleservice feature allows the Installer to operate on your system over the phone.

■ **Keypads parts**

Figure 1 shows the main components of the **PREMIUM** and **CLASSIKA** Keypads:

P.	DESCRIPTION
1	*Function LEDs.*
2	*Display.*
3	*Keys.*
4	*Down flip.*
5	*Information chart.*
6	*Proximity Reader sensitive field.*
7	*Fast Keys (Superkeys).*
8	*Arrow (scroll keys).*
9	*Proximity Reader function LEDs (refer to "OPERATING YOUR SYSTEM FROM A READER" section).*

■ **Models**

This Manual is designed for anyone using a Control panel from the ABSOLUTA range. Most of the features described in this Manual are included on all ABSOLUTA Control panels. However, some features are included on certain models only, in such cases, the name of the Control panel will be specified (see Table 1).

LEDs	COLOUR	DESCRIPTION	
	Red	**OFF**	*All the Keypad Partitions are Disarmed.*
		ON	*At least one of the Keypad Partitions is Armed.*
		Slow Blinking	*During the selection of the single partition.*
	Red	**OFF**	*No alarms or tampers is present.*
		ON	*At least an alarm or tamper is active.*
		Slow Blinking	*at least one alarm or tamper is in memory or restore of tamper.*
		Fast Blinking	*Alarm or Tamper at least on one zone or Tamper of Control Panel.*
	Amber	**OFF**	*No Trouble.*
		ON	*When the control panel is disarmed, comply with EN50131 at least one Trouble condition, or Tamper, Inactivity, Alarm or memory of alarm, bypassed zones is present before entering User Menu.* *When the control panel is armed the LED is OFF.*
		Slow Blinking	*A restoral of Fault is in memory.*
	Green	**OFF**	*At least one block condition is present when it is arming.*
		ON	*Ready to Arm: All the Unbypassed Alarm Zones are in Standby status.*
		Slow Blinking	*At least one block condition is present when it is arming.*
	Red	**OFF**	*No Tamper.*
		ON	*At least one Tamper condition in Memory.*
	Red	**OFF**	*Control panel Closed.*
		ON	*Control panel Open.*
	Amber	**OFF**	*All the zones of the Keypad Partitions are Unbypassed, and not in **Test** status.*
		ON	*At least one of the zones of the Keypad Partitions is Bypassed and in **Test** status.*
		Slow Blinking	*At least one zone is in **Test** status.*
		Fast Blinking	*At least one zone is Bypassed.*
	Amber	**OFF**	*The Installer is Disabled: see User Menu, Enable Inst.*
		ON	*The Installer is Enabled: see User Menu, Enable Inst.*
		Fast Blinking	*User menu accessed.*

Table 2 *Real-time signals on LED Keypads.*

	Amber		*See Table 2.*
	Red	**ON**	*Indicates Blown fuse (the fuse protecting the power supply to the detectors).*
	Red	**ON**	*Indicates 220 V Mains failure.*
	Red	**ON**	*Indicates Low Battery, Battery Trouble.*
	Red	**ON**	*Indicates that all PINs are set to Factory Default.*
	Red	**ON**	*Indicates Ongoing call.*
		Slow Blinking	*Indicates Line down.*
		Fast Blinking	*Indicates Ongoing call after "Line-down" event.*
	Red	**ON**	*BPI Trouble (e.g. one of the control or signalling devices is out-of-service).*
15	Red	**ON**	*Indicates that at least one Wireless Zone Detector is Missing.*
16	Red	**ON**	*Indicates that at least one Wireless Zone Detector has a Low Battery.*

Table 3 *"View Signals" on LED Keypads.*

	Red	**ON**	*At least a partition, enabled on keypad, is armed.*
		OFF	*No one partition, enabled on keypad, is armed.*
		Slow Blinking	*During the selection of the partitions.*
1 to 8	Red	**OFF**	*Partition **Disarmed**, if the LED is **ON**;* *Partition **Not Assigned**, if the LED is **OFF**.*
		ON	*Partition **Armed**, If the LED is **ON**;* *Partition **Assigned**, if the LED is **OFF**.*

Table 4 *'View Partition Status' on LED Keypads.*

ABSOLUTA can manage up to 16 **PREMIUM LCD** and **PREMIUM LED** keypads, **CLASSIKA LCD** and **CLASSIKA LED** Keypads (Figure 1).

Adjusting Volume, Brightness, Contrast

■ **Adjusting Buzzer Volume**
The Buzzer, inside the LED and the LCD Keypad, will emit an audible signal each time a valid key is pressed and, if enabled by your Installer, will also signal:
the Exit Time (signalled by slow beeps), the Entry Time (signalled by fast beeps), errors or Invalid requests (signalled by a Buzz), request Accepted or Done (long beep), violation of a 'Chime' zone, key/Card programming done, Auto-arm Timeout.

To adjust the volume of the internal buzzer:
1) Press and hold the **ESC** key; the internal buzzer will start sounding a series of beeps in such manner that the operator could hear the sound level in real time. Release the **ESC** key.
2a) To increase the volume, press the **A** key a number of times and/or hold until the desired level is obtained:
2b) To lower the volume, press more times and/or hold **B** key until the desired level is obtained.
3) To confirm the chosen level, press the **ENTER** key (or wait a few seconds for the keypad to return to the inactive state).

☞ *The buzzer will still emit sound alerts at extremely low volume, even if it has been set to zero.*

■ **Contrast Adjustment**
To adjust the contrast of the LCD display, press and hold:
- **C** to decrease contrast
- **D** to increase contrast

To confirm the selected levels, press **ENTER** (or simply wait a few seconds and the keypad will automatically return to the stand by status) (see the PREMIUM keypad manual for further information).

■ **Brightness adjustment**
It is possible to adjust the brightness of the keys. On the LCD version the brightness of the backlighting of the display may also be adjusted. It is also possible to adjust the inactive and the active brightness (the inactive brightness is the brightness to which the keypad reverts after 10 seconds of inactivity.
To adjust the active brightness, follow the procedure described below:

1a) To increase the brightness, press and hold the **A** key until the desired level is obtained:

1b) To lower the brightness, press and hold the **B** key until the desired level is obtained:

2) Press the OFF key to adjust the inactive brightness:
3a) To increase the brightness, press and hold down the **A** key until the desired brightness is reached:
3b) To reduce the brightness, press and hold down the **B** key until the desired brightness is reached:
4) Press the ON key to adjust the active brightness and return to step 1a), or press the **ENTER** key to confirm the chosen levels, or wait a few seconds for the keypad to return to the inactive state.

LEDs and signals on Keypads

The Keypad signals the system status by its LEDs, display and internal buzzer.

■ **LEDs and signals on LED Keypads**
Table 2 shows the meaning of the real-time signals on the Keypad LEDs.

■ ***View signals* on LED Keypads**
Table 3 shows how the Keypad lights will signal the various troubles, Alarm, Tamper or Alarm memory.
From *standby status*, enter the User PIN (default **0001**) and then press **ENTER** to access the *View signals* mode.
Press **ESC** to exit. Comply **EN 50131** (option enabled), if the Control panel has stored a Trouble, or zone Alarm, Tamper event, alarm memory the ⚠ LED is on.

*In order to with the EN50131-1 and EN50131-3 standards, **EN50131** option must be enabled (ask your installer).*

■ ***View Partition Status* mode on LED keypads**
Table 4 shows how the Keypad lights will signal the status of the Partition.

☞ *The LED Keypad supports only the Partition 1 to 8.*

From *standby status*, enter the User PIN (default **0001**) and then press **ENTER** to access the View *Partition Status* mode.
Press **ESC** to exit *View Signals*.
The *View Partition Status* will exit automatically after 30 seconds of inactivity.

■ **LEDs and signals on LCD Keypads**
Table 5 shows the meaning of the indicator LEDs on the PREMIUM LCD and CLASSIKA LCD Keypads.

■ **Display**

```
May/26/10  13:54
  Enter PIN
```

During *standby status*, the display top line shows the Date and Time, and the bottom line shows the message Enter PIN. After you have entered a valid PIN, the display bottom line shows the *Partition Status* (Figure 2 and Table 6), Troubles (refer to Table 7) and other information (Table 8).

☞ *The lower line of the display reads "New Message" when the GSM Module receives an SMS message (See "Viewing>Incoming SMS Message" later in this chapter).*

■ ***View Signals* on LCD Keypads**
Enter your User PIN (default PIN= **0001**) and then press the **ENTER** key. Comply **EN 50131** (option enabled), if the Control panel has stored a Trouble, or zone Alarm, Tamper event, alarm memory the ⚠ LED is on.

The signals, Trouble, zone Alarm, Tamper event, and alarm memory, will be shown in the following order after the **ENTER** key is pressed:
Alarms,
Tamper,
Troubles,
Bypassed zones,
Active zones.To go back press the **ESC** key.

The first line of display will show the description of the zone concerned, as follows.

```
BYPASS!  001/002
ZONE 023 LABEL
```

1 2 3 4 5 6 7 8

If the Control panel has stored several troubles: use **A** and **B** key to scroll the display.

```
TAMPER  002/002
AS line
```

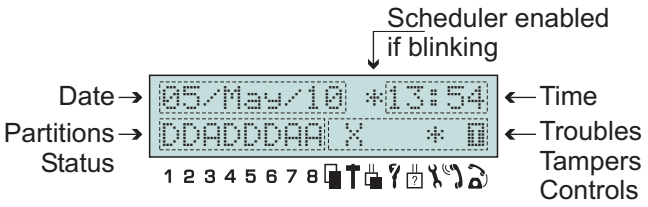

Figure 2 *The display of a LCD keypad during View partition status (MAIN PAGE).*

☞ *During the View of Alarms, Tampers and Faults you can press the **OFF** Key to activate the procedure for their clearing. Besides for Tampers and Faults only you can press **0** (zero) to Restart the BPI procedure.*

■ ***View Partition status* on LCD Keypads**
The "View Partition status", (Keypads can operate ONLY on the Partitions they are assigned to), and the relative character of the partition will blink if the partition has in memory an Alarm or Tamper.

```
May/01/10  10:50
DDDDDDDxxxxx**
```

1 2 3 4 5 6 7 8

☞ *The keypad will stay in the "View Partition status" for 30 s max and then return to the **standby status**.*

During the ***View Partition*** status it is possible to perform the basic operations.

Press **D** and **C** to scroll the Keypad's Partitions.

```
Label  AREA  01
AAADDDDx x
```

Press:
- **OFF** to **Disarm** the Partition;
- **ON** to **Arm** the Partition in **Away Mode**;
- **A** then **ON**, to **Arm** the Partition in **Stay Mode**;
- **B** then **ON**, to **Arm** the Partition in **Instant Stay Mode**.

```
Label  AREA  01
       ARMED
```

The **first 8** characters on the LCD bottom line show the status of the Keypad Partitions (Table 6).
The characters **n. 9 to 13** on the LCD bottom line show the trouble conditions (Table 7).
The **last 3** characters on the LCD bottom line show the status of Teleservice, Answering Machine and Telephone line (Table 8).

☞ *On PREMIUM LCD and CLASSIKA LCD Keypads, the numbers below the display will correspond only to the first 8 Partitions.*

Press **ESC** to quit the ***View Partition status***.

```
May/01/10  10:50
DDDDDDDxxxxx**
```

After a few seconds the Keypad go back to standby ***status***:

```
May/01/10  10:50
  Enter PIN
```

LEDs		DESCRIPTION
	OFF	*All the keypad Partitions are Disarmed.*
	ON	*At least one of the keypad Partitions is Armed.*
	Slow Blinking	*During the selection of partitions.*
	OFF	*NO alarms or Tamper active.*
	ON	*At least one Alarm or Tamper active.*
	Slow Blinking	*All Alarm Partition and Tampers are in memory (restored).*
	OFF	*When the Keypad's Partitions are **disarmed**, it signals no info to communicate.*
	ON	*When the Keypad's Partitions are **disarmed**, it signals: Alarms, Tampers, Troubles, Bypassed Zones, if the Keypad is in **Standby Status**; Troubles, in the **View Partition Status** mode. When a Keypad's Partitions is **armed**, this LED is disabled.*
	Slow Blinking	*All troubles in memory (restored).*
The zone Alarm and Tamper events, signalled on the LEDs, refer to zones which belong to the keypad Partitions.		

Table 5 *LCD keypad.*

INITIAL	MODE	DESCRIPTION
A	**Away**	*The system will turn ON the perimeter and internal zones of the respective Partition.*
P	**Stay**	*The system will turn ON the perimeter zones of the respective Partition and will leave the internal zones OFF.*
Z	**Stay - 0 Delay**	*The system will turn ON the perimeter zones of the respective Partition and will leave the internal zones OFF, and will remove the Entry Time from zones which have one.*
D	**Disarm**	*The system will turn OFF the perimeter and internal zones of the respective Partition.*
t	**Test**	*At least one zone is in Test status for the relative partition.*
*	**Alarm Partition**	*The corresponding partition is in Alarm Status.*
!	**Alarm Memory**	*The corresponding partition has an Alarm in memory.*
If the partition is selected, the letters will blink.		

Table 6 *Arming/Disarming Partitions (LCD Keypads).*

ICON	SIGN		DESCRIPTION
	X	**ON**	*Control panel Tamper (Control panel open or dislodged).*
		Blinking	*Control panel Tamper has cleared but at least one Open Panel event in memory.*
	X	**ON**	*System Tamper.*
		Blinking	*System Tamper has cleared but there is at least one System Tamper event in memory.*
	X	**ON**	*Tamper on at least one peripheral device (Keypad, Reader, Expander or Receive.*
		Blinking	*Peripheral Tamper has cleared but there is at least one Peripheral Tamper event in memory.*
	X	**ON**	*A False Key/Card is present at a Reader.*
		Blinking	*At least one False Key/Card event in memory.*
	X	**ON**	*A peripheral device (Keypad, Reader, Wireless or Expander) has been disconnected.*
		Blinking	*At least one Peripheral Trouble event in memory.*

Table 7 *tamper signals (LCD Keypads).*

ICON	SIGN		DESCRIPTION
	*	**OFF**	*Installer Disabled.*
		ON	*Installer Enabled.*
		Blinking	*PIN Transfer Enabled.*
	*	**OFF**	*Answerphone facility Disabled.*
		ON	*Answerphone facility Enabled.*
		OFF	*Line Free.*
		ON	*Line Busy.*
		Blinking	*Line Down.*

Table 8 *Telephone signals (LCD Keypads).*

■ **Fast Keys (Superkeys)**

If your Installer has set up the 3 Superkeys (**1**, **2** and **3**), you will be able to operate your system from the keypad, without using PINs. The Superkeys can be programmed to activate:

- the **Digital Communicator**, to transmit event codes to the Central Station;
- the Dialler, to send a voice message (requires **AS100** Audio Station, for customized voice messages);
- one or more **Outputs**.

Up to 32 Telephone numbers can be programmed for the first two actions.

☞ *Hold the Superkey for at least 4 seconds. A beep of acceptance will follow. The Superkeys are not active by default.*

MESSAGE	DESCRIPTION
Panel bat. low	*The Battery voltage of the Control panel is less than **11.4 V**.*
Panel bat. fail	*The control panel battery does not pass the Dynamic test. Call the Installer.*
Panel NO batt.	*The control panel battery is disconnected or absent. Call the Installer.*
Panel bat.charg	*The control panel is not capable to recharge the battery. Call the Installer.*
Panel NO 220v	*The Mains power of the Control panel has failed . Call the Installer.*
Panel PSU	*Switching power supply does not work. Call the Installer.*
Panel low Vout	*The output voltage of control panel is low. Call the Installer.*
PSx bat. low	*The battery voltage of the Power Station **x** is less than **10.9 V**. Call the Installer.*
PSx bat. fail	*The battery of Power station **x** does not pass the Dynamic test or it is disconnected or the Fuse -protects against Battery polarity inversion- is broken. Call the Installer.*
PSx NO batt.	*Switching power supply of the Power station **x** does not work. Call the Installer.*
PSx bat.charg	*The Output voltage of the Switching power supply of the Power station **x**, is outside the normal range min **10.2 V** max **14.7 V**. Call the Installer.*
PSx NO 220v	*The Mains power of the Power station **x** has failed.*
PSx PSU	*Switching power supply of the Power station **x** does not work. Call the Installer.*
PSx low Vout	*The Power station **x**is not capable to supply the right output voltage. Call the Installer.*
PSx bat. disc.	*The battery of the Power station **x** is disconnected when you switch on the Power station **x**. Call the Installer.*
PSx SWT disc.	*Switching power supply of the Power station **x** is disconnected. Call the Installer.*
PSx Vouty short	*Short circuit on Output **y** of the Power station **x**. Call the Installer.*
summer time	*The Control panel Clock has been set/unset to Daylight savings time.*
Fuse B	*Fuse B is opened -protects the Siren Output.*
Fuse zones	*Zone Fuse is opened-protects the Zones power line.*
Fuse BPI	*BPI Fuse is opened-protects the BPI line.*
Fuse Keybus	*Keybus Fuse is opened-protects the Key-bus.*
Inst. Maintenan.	*The date of the periodic checks of the Installer has expired.*
Surve.Maintenan.	*The date of the periodic checks of the Central Station has expired.*
Default Date	*The Mains power of the Control panel has failed, and the internal clock went to the default -hour/date-. Reprogramming Hour/Date.*
Inst. access	*The control panel programming has been changed.*
Delinquency	*The zone"Inactivity Time" has expired, from when the status zone is changed.*
Tel. Line	*Telephone line failure.*
Tel. comm. FTC	*A telephone message failed to reach destination.*
WLS batt. low	*Low Battery on one or more Wireless devices.*

Table 9 *Faults -View trouble-*

Basic (Arming) Commands

You can control seven basic commands From standby status by typing-in your PIN and pressing the respective keys (refer to the following Table). Access to ALL commands require entry a valid User PIN.

⚠ **The Factory Default Master User PIN (0001) must be changed for security reasons (refer to "Change my PIN" in this section).**

Key sequence (from standby status)	COMMAND
<PIN> OFF	*Disarm*
<PIN> ON	*Arm*
<PIN> A+ON	*A Mode Arm*
<PIN> B+ON	*B Mode Arm*
<PIN> C+ON	*C Mode Arm*
<PIN> D+ON	*D Mode Arm*
<PIN> ENTER	*View Area status, if there are no Troubles. From the View Area status or Trouble screen, press **ENTER**, to access the User menu.*

☞ *Commands will affect **only** the Partitions common to both the User PIN and Keypad concerned (common Partitions).*

Invalid commands will be signalled by a buzz and the following message:

```
May/26/10  13:54
Invalid PIN!
```

Invalid commands may be due to the User PIN Keypad Partitions.

☞ *If you do not press a key within 30 seconds, the keypad will revert automatically to standby status except during the input of the PIN. If the input is not completed the display keypad will show " WRONG PIN", after one minute.*

The User can **ENTER** the following commands at the Keypad.

■ **Arming (<PIN> ON)**
This command will Arm all the common Partitions of the User PIN and the Keypad concerned.

If a Exit Delay is sett, the keypad will signalize it on the display and the buzzer will emit a series of beep.

☞ *If troubles or faults are present in the system, the Arming command, by LED Keypad, will not be possible (yellow LED ⚠ ON).*

■ **Disarming (<PIN> OFF)**
This command will Disarm all the common Partitions of the User PIN and the Keypad concerned.

Disarm under Duress (PIN with Duress option enabled). This command requires entry of a **Duress PIN**. The Control panel will Disarm the Partitions and will send the programmed Alarm calls but will not signal the outgoing calls on the Keypad (usually signalled by a ▯ over the 🕭 icon).

☞ ***DURESS** PINs are for forced disarming (disarming under threat). The Duress PIN will disarm the system and activate the Digital Communicator— that will call the Central Station, and dialler—that will send recorded voice messages to the programmed telephone numbers.*

Disarm by Patrol PIN If a Patrol PIN (PIN with Patrol option enabled) is used to Disarm the Partitions; the Control panel will rearm the Partitions automatically when the programmed Patrol Time expires.

☞ *PATROL PINs are enabled for Global arming / disarming. PATROL PINs can disarm partitions temporarily. Partitions disarmed by a PATROL PIN will be rearmed automatically when the programmed Patrol time elapses.*

Multi-PIN/Key Disarming If the installer has programmed the multi PIN/Key disarming for a Partition, you need to enter/use the number of programmed PINs/Keys to disarm the Partition, before the programmed time expires, as follow (read also the same paragraph on "Key operations").

1. Enter a valid PIN then press **OFF** or use a valid Key:

```
Required others
PINs or Keys
```

2. Press ESC or wait for the display message `Enter PIN`, before enter another valid PIN, then press **OFF**, or use another valid Key: the display shows the following message if no other PIN/Key is required

```
    PANEL
  DISARMED
```

otherwise shows the following message

```
Required others
PINs or Keys
```

3. Press **ESC** or wait for the display message `Enter PIN`, before enter another valid PIN, then press **OFF**, or use another valid Key: the Partitions disarm

```
    PANEL
  DISARMED
```

■ **A, B, C and D Arming (<PIN> A, B, C or D + ON)**

☞ *DO NOT assign Duress PINs to A, B, C or D Mode Arming commands.*

Each user PIN can be set up to manage four different Arming mode configurations: **A**, **B**, **C** and **D**. These configurations determine the Partitions that will Arm, and those that will Disarm when an **A**, **B**, **C** or **D** Mode command+**ON** to confirm the choise, is entered at a Keypad, (the final configuration depends on the User PIN and Keypad Partitions).

☞ *If a LED keypad is used, Arming type A and B only allowed*

☞ *Keypads can operate ONLY on the Partitions they are assigned to.*

☞ *You can Arm/Disarm the Partitions separately using a 6-digit User PIN, as follows: — type in a 6-digit User PIN followed by the 2-digit ID number of the Partition concerned , then press **ON**, **OFF**, **A**, **B**, as required. **Example**: If the 6-digit User PIN is **135790**, and you want to Arm Partition **13** in Away Mode, type-in **13579013** then press ON. If you want to Disarm Partition 13, using the same PIN, type-in **13579013** then press **OFF**. If you enter 13579013 then press **A**, **B**, Partition 13 will Arm in accordance with the respective configuration.*

■ **Notes on Arming from Keypads**

Before your system Arms, your Control panel will check for the following conditions:
Active Detector, Masked Zone, Detector Fault, Tamper, Interconnection Fault, Mains Fault, Battery Fault, Alarm Tx Fault, Siren Fault, Bypassed Zone, Inactive zone, WLS silent zone.

If you are operating from an LED keypad, these conditions will be signalled in real-time on the ⊗ and ✓ icons (refer to Table 2).

If you are operating from an LCD keypad, these conditions will be signalled in real-time on the display.

If more Bypassed Zones or Inactive zones are present, the display shows all alternately at intervals of two seconds.

At this point you can do one of the following:

a) Press the **ENTER** key and anyway perform the Arming request of control panel;

☞ *In the presence of **Active Detectors** (zones), you cannot force the arming; it is necessary to remove the cause.*

b) press the **ESC** key to cancel the Arming request.

■ **Silencing Alarm Devices from Keypads**

The quickest way to silence Alarm Signalling Devices (Sirens and Flashers) is to Disarm the system.

☞ *This operation will not interrupt the ongoing Alarm call, or end the Alarm call cycle. Therefore, it will be necessary access the User Menu (access allowed to Master User PINs only), and stop the Alarm calls, via the 'Clear Call Queue' option.*

Tamper events, which occur when the system is disarmed, can be silenced via the "Reset Alarm" and "Output ON/OFF" option from the User Menu (access allowed to Master and User PINs).

For further information, refer to "Using Digital Keys/Cards".

■ **Wrong PIN**

If a wrong PIN is entered, on a **LCD keypad** the display will show an error message.

After a few seconds the keypad come back in the "**standby status"** and the right PIN can be entered again. After 10 wrong entries the LCD keypad will lock for 90 seconds.

On a **LED keypad**, when a wrong PIN is entered, the keypad buzzer will emit a Boop. After 10 wrong entries the LEDs from 1 to 16 will blink: KEYPAD LOCKED for 90 seconds.

User PIN/Menu Structure

There are three types of User PINs/Menus depending of possibility to manage the system commands by LCD keypad. The types of PINs/Menus are:

1) Master User PIN/Menu;
2) Normal User PIN/Menu;
3) Limited User PIN/Menu.

Inside of the 127 available User PINs, the Installer programs which and how many PINs will be **Master**, **Normal** and **Limited** User PINs.
The **Master** User, the **Normal** User and the **Limited** User can manage the options of User menu as per the following table.

TYPE	OPTIONS	MASTER USER	NORMAL USER	LIMITED USER
Action 1.1	*Alarm Reset*	YES	YES	YES
Action 1.2	*Extratime request*	YES	YES	
Action 1.3	*Clear Call queue*	YES	YES	
Action 1.4	*Teleservice request*	YES		
Action 1.5	*Alarm Signal test*	YES	YES	
Action 1.6	*Output ON/OFF*	YES	YES	
Action 1.7	*Arming*	YES		
Action 1.8	*Zone Test*	YES		
Action 1.9	*Clear Fault/Tamper*	YES		
Program 2.1	*ON/OFF Answering*	YES		
Program 2.2	*ON/OFF Installer*	YES		
Program 2.3	*ON/OFF AutoArm*	YES		
Program 2.4	*Date/Time*	YES		
Program 2.5	*PIN Programming*	YES		
Program 2.6	*Telephone Number*	YES		
Program 2.7	*Change my PIN*	YES	YES	
Program 2.8	*Zone Bypass*	YES		
Program 2.9	*Disable Key*	YES		
View 3.1	*View LOG*	YES	YES	YES
View 3.2	*Zone Status*	YES	YES	YES
View 3.3	*GSM Module Status*	YES	YES	
View 3.4	*Incoming SMS*	YES	YES	

☞ *Partition mask for the User is programmed by the Installer, not by the Master User, who can only enable/disable a User, not create a new one (see procedure 2.5).*

Accessing the User menu (<PIN> ENTER)

Enter a valid User PIN then press **ENTER** to View, if present, the Troubles, or Zone alarms, Tamper events, Alarm memories, press more time **ENTER** to access the User menu. The User menu will allow Users to access ONLY the options they are enabled (for PREMIUM LCD and CLASSIKA LCD Keypads): see "User PIN/Menu Structure".

```
  USER
1act. 2prg 3view
```

☞ *You can access the User Menu also with Armed Partitions.*

Press **1**, **2** or **3** to select the section **ACTION**, **PROGRAM** and **VIEW** of the USER MENU.
Press **A** and **B** to scroll the options then press ENTER to select the displayed option.
Press **ESC** to return one level.

☞ *Several Users can access the menu at the same time from different keypads.*

The User menu provides the following options in three sections: ACTION, PROGRAM and VIEW.

❒ **ACTION**
- Alarm Reset
- Extra Time request
- Clear call queue
- Teleservice request
- Alarm signals test
- Outputs (ON/OFF)
- Arm Part.
- Zone Test
- Clear Fault/Tamp

❒ **PROGRAM**
- ON/OFF Answering
- ON/OFF Installer
- ON/OFF Auto-arm
- Date/Time
- PIN programming
- Telephone number
- Change my PIN
- Zones Bypass
- Disable key

❒ **VIEW**
- View LOG
- Zone status
- GSM Module Status
- Incoming SMS

☞ *At default, only the User PIN nr. 1 is Available and Active and it is **0001**.*

☞ *The operations regarding the Partitions and the Zones, will have effect ONLY on the Partitions and Zone's Partitions, assigned both to the used Keypad and PIN.*

☞ *Press **ESC** to step back to the User menu or wait for 3 minutes.*

Action

■ **Alarm Reset (1.1)**
This option will allow you to restore all Alarm signalling devices to Standby, and delete the Zone and Partition Alarm memories.

☞ *If your installer has enabled the 'Auto-Reset Memory' option, your system will reset automatically at each Arming operation.*

LCD KEYPAD

1. Press **A** or **B** to view the **ALARM Reset** option:

☞ *The number 1.1 on the display indicates the section (ACTION) and ALARM Reset is the No. 1 option (and so on).*

2. Press **ENTER** to perform the **ALARM Reset**:

3. Press **ENTER** again to execute the option or **ESC** to go back. Press **ESC** to return to the User menu.

If Alarm signalling persists after the **Alarms Reset** option, the causes of persistent Alarms must be cleared immediately.

☞ *While you are viewing the list of Alarm zones, you can press **OFF**: the keypad directly will manage the previous procedure of "Alarm Reset".*

☞ *A Master User PIN ONLY can restore all Alarms and Tampers and delete all Alarm and Tamper memories.*

LED KEYPAD

1. Enter your User PIN then press **ENTER** twice to access the User Menu:

The (yellow) indicator will fast blink.

2. Press **0** to Reset Alarm / Clear Alarm Mem., as required, or **ESC** to cancel the request and, in both cases, exit the Menu.

The keypad will emit a **double beep**, after pressing **0**, to confirm the operation or a **Boop** if the operation failed.

■ **Extra Time Request (1.2)**
If the Auto-arm option is enabled, and the system is programmed to Arm automatically at a preset time, the Extra Time request will allow you to delay the Auto-arming event.

The Installer will set up the Auto-arm and Extra Time Request events with your installation in mind, and will provide you with all the necessary information (regarding the partitions involved, and the number of Extra time requests you can make before an Auto-arm event).

☞ *If any of the Partitions concerned is unable to implement the Overtime request, the Keypad will emit an audible error signal (Boop).*

☞ *If the Auto-Arm option has been disabled (refer to "Auto-arm Enable/Disable" in this section), the Overtime request will be ignored, however, the keypad will still emit a beep.*

LCD KEYPAD

1. Press **A** or **B** to view the **Extratime requ.** option:

2. Press **ENTER** to select the option:

3. Press **ENTER** to confirm:

Acceptance of the Extra time Request will be confirmed by an audible feed back signal and the above message.

4. Press **ESC** to step back to the User menu.

LED KEYPAD

1. Enter your User PIN then press **ENTER** twice to access the User Menu:

The (yellow) indicator will fast blink.

2. Press **3** to activate the Overtime Request, or **ESC** to quit and, in both cases, exit the Menu.
The keypad will emit a **double beep**, after pressing **3**, to confirm the operation or a **Boop** if the operation failed.

■ **Clear Call Queue (1.3)**

If your Installer has programmed your Control panel to send Alarm calls, it will call the programmed telephone numbers each time an Alarm occurs. In the event of a False Alarm, this command will allow you to interrupt the ongoing call, and clear the call queue.

☞ *Limited User PIN's can ONLY delete calls generated by Events from their Areas, while Main User PIN's can ALSO delete events from the system if enabled to do so by the Installer.*

☞ *Disarming with a Main User PIN automatically deletes the calls in the queue, if enabled to do so by the installer.*

LCD KEYPAD

1. Press **A** or **B** to view the **Clear call queue** option:

```
  USER        1.3
Clear call queue
```

2. Press **ENTER** to select the option:

```
Clear call queue
  Are you sure?
```

3. Press **ENTER** to confirm:

```
Clear call queue
     Done !!
```

4. Press **ESC** to step back to the User menu.

LED KEYPAD

1. Enter your User PIN then press **ENTER** twice to access the User Menu:

The (yellow) indicator will fast blink.

2. Press **8** to interrupt the outgoing calls and clear the call queue or **ESC** to quit and exit the menu.

The keypad will emit a **double beep**, after pressing **8**, to confirm the operation or a **Boop** if the operation failed, and in both cases, exit the Menu.

■ **Teleservice Request (1.4)**

If your Installer has set up this facility, this command will allow you to request on-line assistance (maintenance that does not require components or wiring).

The Teleservice request will stop any ongoing Telephone calls (Teleservice requests from the User have priority over other call types), and will send the Teleservice call (or calls) to the Installer telephone number (or numbers).

☞ *You must enable the Installer access, to perform the Teleservice request (refer to "Enable Installer (Teleservice) (2.2)").*

☞ *When you require Teleservice, the Keypad goes automatically in standby status because this operation needs that NO user be logged.*

LCD KEYPAD

1. Press **A** or **B** to view the **Teleser. request** option:

```
  USER        1.4
Teleser. request
```

2. Press **ENTER** to select the option:

```
Teleser. request
  Are you sure?
```

3. Press **ENTER** to confirm: the Control Panel will call the numbers programmed by the installer.

☞ *The Teleservice call will be sent when you press **ENTER**, without any confirmation. To cancel the Teleservice call — select the **Clear Call Queue** option from the User Menu (refer to "Clear Call Queue" in this section).*

LED KEYPAD

1. Enter your User PIN then press **ENTER** twice to access the User Menu:

The (yellow) indicator will fast blink.

2. Press **4** to activate the Teleservice or **ESC** to quit: the Control Panel will call the numbers programmed by the installer.

The keypad will emit a **double beep**, after pressing **4**, to confirm the operation or a **boop** if the operation failed, and in both cases, exit the Menu.

☞ *The Teleservice call will be sent when you press **4**. To cancel the Teleservice call — select the **Clear Call Queue** option from the User Menu (refer to "Clear Call Queue" in this section).*

■ **Alarm Signals Test (1.5)**
This option will allow you to Test the proper working order of the Alarm signalling devices.

When you select this option, the Panel Output n. 1 (generally connected to the external siren) is activated for 3 seconds and the Voice Messages and/or the Reporting Codes are sent to the Telephone Numbers assigned to the **General System Alarm** event (ask to your installer for more information).

LCD KEYPAD

1. Press **A** or **B** to view the **Alarm sign. test** option:

```
  USER        1.5
Alarm sign. test
```

2. Press **ENTER** to select the option:

```
Alarm sign. test
  Are you sure?
```

3. Press **ENTER** to perform the Test.

```
Alarm sign. test
     Done !!
```

4. Press **ESC** to step back to the User menu.

LED KEYPAD

1. Enter your User PIN then press **ENTER** twice to access the User Menu:

The (yellow) indicator will fast blink.

2. Press **7** to perform the Test, or **ESC** to quit.

The keypad will emit a **double beep**, after pressing **7**, to confirm the operation or a **boop** if the operation failed, and in both cases, exit the Menu.

■ **Outputs (ON/OFF) (1.6)**
This option will allow you to silence the Alarm Outputs (Sirens) and turn the appliances (sprinklers, lights, etc.) ON/OFF.

LCD KEYPAD

1. Press **A** or **B** to view the **Output<>OFF=STOP** option:

```
  USER        1.6
Output<>OFF=STOP
```

2. Press **ENTER** to turn the appliances ON/OFF and go to "Turn the appliances ON/OFF", or:
➢ press **OFF** to silence the Alarm Outputs

```
   Silence ALL
    outputs ?
```

➢ press **ON** to resume the silenced Alarm Outputs

```
   Activate ALL
    outputs ?
```

3. Press **ENTER** to confirm and go back to step **1**.

Turn the appliances ON/OFF Enter the Identification Number of the required Output:

```
On/Off Output 04
```

4 Press **ENTER**: the Keypad will emit a Boop, if the selected Output is NOT Reserved for appliance control, else shows

```
On/Off Output 04
label Output  04
```

5 Press:
➢ **ON** to activate the Output

```
label Output  04
   Active now
```

➢ **OFF** to deactivate the Output

```
label Output  04
  Deactivated
```

6 Press **ESC** to go back to step **4**.

LED KEYPAD

This option is not available on LED keypads.

■ **Arm Partition (Disarm) (1.7)**
This option will allow you to Arm or Disarm the Partitions one by one.

☞ *The single partition can be directly armed from Partition status (refer to "View Partition status (MAIN PAGE) on LCD Keypads").*

LCD KEYPAD

1. Press **A** or **B** to view the **Arm Part.** option:

2. Press **ENTER** to select the option:

3. Enter the Identification number of the required Partition:

4. Press:
- **ON** for **Away Arming**;

- **OFF** for **Disarming**;

- **A** for **Stay Arming**;

- **B** for **Zero Delay – Stay Arming**.

The keypad quits from the User Menu.

LED KEYPAD

This option is not available on LED keypads.

■ **Zone Test (1.8)**
This option will allow you to test the Zones.

LCD KEYPAD

1. Press **A** or **B** to view the **Zone test** option:

2. Press **ENTER** to select the option:

3. Select the signal to activate in correspondence of the test of the Zones:
- **1**, in correspondence of the test of the Zone the keypad will emit a Beep;
- **2**, in correspondence of the test of the Zone the siren will emit an alarm signal.

☞ *The options 1 and 2 can be selected at the same time.*

4. Press **ENTER** to confirm.

5. Press **C** or **D** to select ALL the Zones relevant to a Partition (**Part=**) or the Zones individually (**Zone=**). Press **A** or **B** to select the required Partition/Zone.

6. Press **ENTER** to include in the test the selected Partition/Zone, then go back to step **5** to select another Zone/Partition or to next step to start the test.

7. Press **ON** to active the test.

In this phase, you can test the alarm and tamper on the selected Zones. You can see the test result on the keypad.

LED KEYPAD

This option is not available on LED keypads.

■ **Clear Fault/ Tamper (1.9)**
This option will allow you to delete the Zone and Partition Fault and Tamper memories and set all Alarm signalling devices to Standby.

☞ *If Alarm signal persists after a **Clear Fault/Tamp** command, the causes of persistent Alarms must be cleared immediately.*

LCD KEYPAD

1. Press **A** or **B** to view the **Clear Fault/Tamp** option.

```
  USER        1.9
Clear Fault/Tamp
```

2. Press **ENTER** to select the option:

```
Clear Fault/Tamp
1=Fau._ 2=Tamp._
```

3. Select **1** to delete Faults and/or **2** to delete Tampers, then press **ENTER** to confirm:

```
Clear Fault/Tamp
Are you sure?
```

4. Press **ENTER** to delete Faults and/or Tampers (memories and active).

```
Clear Fault/Tamp
     Done!
```

5. Press **ESC** to step back to the User menu.

☞ *From "Stand-by status" after entering the User PIN, if display shows Faults and/or Tamper, you can press the **OFF** key: the keypad directly will manage the previous procedure of "Clear Fault/Tamper".*

LED KEYPAD

1. Enter your User PIN then press **ENTER** twice to access the User Menu:

The (yellow) indicator will fast blink.

2. Press **6** to Clear Fault/Tamper, as required, or **ESC** to cancel the request and, in both cases, exit the Menu.

The keypad will emit a **double beep**, after pressing **6**, to confirm the operation or a **boop** if the operation failed.

Program

■ **ON/OFF Answering (2.1)**
This option will allow you to turn ON/OFF the Answering device. If the Answering device is ON, the Control panel will answer incoming calls with a Voice message: your installer has recorded the required Voice messages for your system.

LCD KEYPAD

1. Press **A** or **B** to view the **ON/OFF Answering** option.

```
  USER        2.1
ON/OFF Answering
```

2. Press:
➢ **ON** to Enable the Answering device;

```
Answering System
    Enabled
```

➢ **OFF** to Disable the Answering device;

```
Answering System
    Disabled
```

➢ **ESC** to step back to the User menu.

☞ *If the Answering device facility is enabled, an ✳ will be shown on the display directly above the .*

LED KEYPAD

1. Enter your User PIN then press **ENTER** twice to access the User Menu:

The (yellow) indicator will fast blink.

2. Press **9** to toggle the status — Enable / Disable.

3. Press **ENTER** to confirm, or **ESC** to quit and, in both cases, exit the Menu: the keypad will emit a beep, after pressing **9**.
➢ LED ☎ ON, Answering device Enabled.
➢ LED ☎ Slow Blinking, Answering device Disabled.

☞ *The LED ☎ stay ON only when the USER MENU mode is active.*

■ **Enable Installer (Teleservice) (2.2)**

This **option** will allow you to Enable/Disable the Installer to access the panel **locally**, using the keypad (**Installer Level** -default) and **remotely**, by Teleservice calls, and PIN Transfer (ask the Installer).

LCD KEYPAD

1. Press **A** or **B** to view the **ON/OFF Installer** option.

2. Press:

➢ **OFF** to disable the Installer access;

➢ **ON** to enable the Installer access.

3. If the Installer is enabled, press **ENTER** to proceed to the next step; otherwise, press **ESC** to return to the User menu.

4. Press:

➢ **ON** to **enable** PIN Transfer

➢ **OFF** to **disable** PIN Transfer

5. Press **ESC** to return to the User Menu.

LED KEYPAD

1. Enter your User PIN then press **ENTER** twice to access the User Menu: The indicator will fast blink.

2. Press **2** to toggle the status — Enable / Disable.

➢ LED **2** ON, Installer (teleservice) Enabled.

➢ LED **2** Slow Blinking, Installer (teleservice) Disabled.

3. Press **ENTER** to confirm, or **ESC** to quit and, in both cases, exit the Menu.

☞ *The LED **2** stay **ON** only when the USER MENU mode is active.*

☞ *PIN Transfer CANNOT be enabled/disabled from a LED Keypad.*

■ **Auto-Arm (2.3)**

Your Installer may have set up Partitions to turn ON/OFF at preset times (scheduler).

☞ *The Auto-Arm option will disarm the Partitions at set time, even if they are in alarm status.*

This option will allow you to turn the Scheduler ON/OFF. If ON, on the LCD keypads, a star (*) will blink near the time.

LCD KEYPAD

1. Press **A** or **B** to view the **ON/OFF Auto Arm** option.

2. Press:

➢ **ON** to Enable the Scheduler;

➢ **OFF** to Disable the Scheduler.

3. Press the **ESC** to step back to the User menu.

LED KEYPAD

1. Enter your User PIN then press **ENTER** twice to access the User Menu:

The (yellow) indicator will fast blink.

2. Press **1** to toggle the status — Enable / Disable.

➢ LED **1** ON, Auto-Arm Enabled.

➢ LED **1** Slow Blinking, Auto-Arm Disabled.

3. Press **ENTER** to confirm, or **ESC** to quit and, in both cases, exit the Menu.

☞ *The LED **2** stays ON only when the USER MENU mode is active.*

■ **Date/Time (2.4)**
This option will allow you to set the current Date and Time.

LCD KEYPAD

1. Press **A** or **B** to view the **Date/Time** option:

2. Press **ENTER** to select the option:

3. Enter the new Date and Time, then press **ENTER** to confirm or **ESC** to quit, and step back to the User Menu.

☞ *The Date and Time option will NOT allow you to change the digits individually, therefore, you must enter the entire Date and Time. If you press **ENTER** before completion, the setting will be deleted.*

Date/Time format depends on the choice of language:
- **Italian** = dd/mm/yyyy hh:mm
- **English** = mm/gg/yyyy hh:mm
- **Others** = yyyy/mm/dd hh:mm

LED KEYPAD

This option is not available on LED keypads.

■ **PIN Programming (2.5)**
This option will allow you to set, enable/disable the User PINs.

☞ *At default, ONLY the User PIN no. **1** is Enabled and it is **0001**.*

The User PIN Programming can follow two procedures, depending on the User PIN type (ask to your installer): **Manual** or **Automatic** (default).

LCD KEYPAD

1. Press **A** or **B** to view the **User PIN progr.** option:

2. Press **ENTER** to select the option:

3. Press **A** or **B** to scroll the list of PINs: the display shows the User PIN status (Free, Enabled or Disabled).

4. If you select a set (not Free) User PIN, you can press:
- **OFF** to disable the User PIN;
- **ON** to enable the User PIN;
- **ENTER** to set the PIN, and go to the step **6a** or **6b**.

5. If you select a **Free** PIN, you can press **ENTER** and go to step **6a** or **6b**.

Manual PIN You can choose your own preferred PIN.

6a Enter the required PIN (4 to 6 digits required) than press **ENTER**: the ✳ sign will mask the entered digits.

7a Enter again the PIN than press **ENTER** and go back to step **3**.

Automatic PIN The Panel generates a random PIN for you.

☞ *The Automatic PIN does not allow Users to have the same PINs.*

6b Press **ENTER** to go back to step **3**.

LED KEYPAD

This option is not available on LED keypads.

■ **Telephone Numbers (2.6)**
This option will allow you to change/delete the Telephone numbers.

LCD KEYPAD

1. Press **A** or **B** to view the **Telephone Num.** option:

2. Press **ENTER** to select the option:

3. Enter the Identification number of the required Phone number, then press **ENTER**:
➢ If you choose a **Digital Dialler** Phone Number, the display shows the following message.

☞ *You can set ONLY the **Voice Dialler** Phone Numbers, then press **ESC** and go back to step **3**.*

➢ If you choose a **Voice Dialler** Phone Number, the display shows the current number, or an empty field: the first digit will blink to indicate that it is ready for programming.

4. Enter the required Phone number:
➢ Use keys **0** through **9** to enter the Phone number;
➢ Press **A** to insert a short pause of 200 milliseconds, indicated by the dash (-);
➢ Press **D** to insert a long pause of 500 milliseconds, indicated by the underscore (_);
➢ Press **ON** to insert the star (*);
➢ Press **OFF** to insert the pound (#);
➢ Press **C** to cancel an entry error;
➢ Press **ESC** to cancel all characters.

5. Press **ENTER** to confirm the Phone number and go back to step **3**.

LED KEYPAD

This option is not available on LED keypads.

■ **Change My Pin (2.7)**
This option will allow you to change your PIN.

☞ *At default, ONLY the User PIN no. **1** is Enabled and it is **0001**.*

LCD KEYPAD

1. Press **A** or **B** to view the **Change my PIN** option:

2. Press **ENTER** to select the option:

3. Enter the new PIN (4 to 6 digits required) then press **ENTER**:

4. Because the digits are masked by stars, enter again the PIN to avoid errors, then press **ENTER**: If the two PINs match, the keypad save the new PIN and go back to the User Menu, else it keep the old PIN and go back to step **3**.

LED KEYPAD

1. Enter your User PIN then press **ENTER** twice to access the User Menu:

The 1 (yellow) indicator will fast blink.

2. Press **ON** to change your PIN: red LEDs from **2** to **7** start to Fast blinking.

3. Enter the new PIN (4 to 6 digits required): starting from LED **2**, the LEDs become steady on at each PIN digit entry.

4. Press **ENTER** to confirm the first PIN entry: red LEDs from **10** to **15** start to Fast blinking.

5. Because you can't see the entered digits, enter again the PIN to avoid errors: starting from LED **10**, the LEDs become steady on at each PIN digit entry.

6. Press **ENTER**: If the two PINs match, the keypad emit a **double beep** and go back to the User Menu, else it emit a **boop** and go back to step **4**.

■ **Zone Bypass (2.8)**
This option will allow you to Bypass/Un-Bypass the zones of the User PIN Partitions.

LCD KEYPAD

1. Press **A** or **B** to view the **Zone Bypass** option:

2. Press **ENTER** to select the option:

3. Enter the Identification number of the required Zone, then press:
➢ **ON** to bypass the zone;

➢ **OFF** to include (Un-Bypass) the zone.

4. Press **ESC** to go back to step **3**.

LED KEYPAD

This option is not available on LED keypads.

■ **Enable/Disable Key (2.9)**
This option will allow you to Enable/Disable the Keys.

☞ *A Key can be Enabled/Disabled ONLY by PINs which operate the Partitions it is assigned to.*

LCD KEYPAD

1. Press **A** or **B** to view the **Dis/Ena.key** option:

2. Press **ENTER** to select the option:

3. Select the Key type to Disable/enable:
➢ Press **1** for Wireless Keys

➢ Press **2** for Proximity (BPI) Keys

4. Enter the Identification Number of the Key to Disable/Enable, then press:
➢ **OFF** to disable the Key

➢ **ON** to Enable the Key

5. Press **ESC** to go back to step **4**.

LED KEYPAD

This option is not available on LED keypads.

View

■ View LOG (3.1)
You can view the event in the logger as follow.

LCD KEYPAD

1. Press **A** or **B** to view the **View LOG** option:

```
  USER        3.1
View LOG
```

2. Press **ENTER** to select the option:

```
View LOG
1=Last 2=since..
```

3. Press **1** to view the events from the last and skip to step **5** or, press **2** to view the events from a specific date and time:

```
Data/Time
 mm/dd/yy hh:mm
```

4. Enter the required Data and Time to start to view the events, then press **ENTER**:
- the display top line shows the order number of the event;
- the display bottom line shows the event description.

```
EV.0125
User entry
```

5. Press **A** and **B** to scroll the events. Press **C** and **D** to scroll the details of the event.

```
EV.0125      WHO
INSTALLER
```

The display top line shows the detail name on the right, as follow.
- **WHO**: depending on the event, the Zone, the Key (Card/Tag), the Wireless Key or the Super Key that had generated the event.
- **WHERE**: depending on the event, the Wireless Receiver, the RS232 port, the USB port, the Telephone Line, the System, the Panel, the Keypad, the Key reader, the Expander In, the Main Board, the Expander Out or the Power Station where the event occurred.
- **PARTIT.**: depending on the event, the involved Partitions.
- **WHEN**: the date and time when the event has occurred.

LED KEYPAD

This option is not available on LED keypads.

■ Zone Status (3.2)
You can view the zone status (standby, alarm, tamper, short-circuit, bypassed, included) and bypass the zones as follow.

LCD KEYPAD

1. Press **A** or **B** to view the **Zone Status** option:

```
  USER        3.2
Zone status
```

2. Press **ENTER** to select the option:

```
Zone status  ---
```

3. Select the required zone by entering its Identification number or scrolling by pressing **A** and **B**: the display bottom line shows the label of the selected zone.

```
Zone status  001
label zone   001
```

4. Press **ENTER**: the display bottom line shows the zone status as follow.
- **ST_BY**: the zone is in standby.
- **ACTIVE**: the zone is active.
- **OPEN**: the zone is open (tampered).
- **SHORT**: the zone is short-circuited.
- **WORKING**: the zone is operative (included).
- **BY-PASS**: the zone is bypassed.

```
label zone   001
ST-BY   WORKING
```

5. Press:

- **OFF** to bypass the zone

```
label zone   001
  Bypassed now
```

- **ON** to include the zone

```
label zone   001
    Included
```

6. Press **ESC** to go back to step **3**.

LED KEYPAD

This option is not available on LED keypads.

■ **GSM Module Status (3.3)**
This option allows you to view the GSM Module's status.

LCD KEYPAD

1. Press **A** or **B** to view **GSM Status**:

```
  USER        3.3
GSM Status
```

2. Press **ENTER** to select the option:

```
GSM OK! ^:***
VODAFONE
```

The display shows the GSM Module's status on the top line, on the left, the GSM signal's strength on the right, and the name of the GSM operator on the bottom line, as described below.
- **GSM OK**: the GSM Module is working normally.
- **Link Lost**: ...
- **Fault**: ...
- **Wrong Firmware**: ...
- **^**: no asterisks mean no GSM signal; three asterisks (***) mean that the GSM signal's strength is excellent.

3. If the GSM Module's status is OK, press **ENTER** to view the telephone number of the SIM card placed in the GSM Module:

```
ABSOLUTA TEL. N.
+393328456789
```

☞ *If the display shows* NO NUMBER*, contact the installer.*

4. Press **ENTER** to check on your remaining credit:

```
PayAsYouGoBal.
Are You Sure?
```

5. Press **ENTER** to confirm and the control panel will send an SMS message to the GSM operator to check on the credit remaining:

```
PayAsYouGoBal.
Waiting Please
```

6. When the control panel receives the message with the credit information, the display shows SMS (x/n) on the top line, where x is the number of the message displayed on the bottom line and n is the number of messages received, with an asterisk (*) if the message has not been read yet:

```
SMS 1/1 *
Your balance is
```

7. Press:
- **ON** to scroll the message automatically from left to right;
- **OFF** to stop scrolling;
- **C** to scroll the message manually from right to left;
- **D** to scroll the message manually from left to right.

LED KEYPAD

This option is not available on LED keypads.

■ **Incoming SMS**
This option allows you to see the SMS received by the GSM Module.

☞ *The control panel saves ONLY the last SMS received.*

☞ *The control panel does NOT save SMS activating or deactivating events (#ABS#E#), personalizing the command string (#ABS#PRG#), disabling the PIN (#ABS#BLOCK#), requesting a check on the credit remaining (#ABS#C#), and requesting the status of the Areas (#ABS#A).*

LCD KEYPAD

1. Press **A** or **B** to show the Incoming SMS.

```
  USER        3.4
Incoming SMS
```

2. Press **ENTER** to select the option and the display will show the date and time when the message arrived on the top line and the number that sent the message on the bottom line.

```
09/09/09   09:20
+390861839060
```

3. Press **ENTER** to view the message:

```
A message
for Absoluta.
```

4. Press:
- **ON** to scroll the message automatically from left to right;
- **OFF** to stop scrolling;
- **C** to scroll the message manually from right to left;
- **D** to scroll the message manually from left to right.

LED KEYPAD

This option is not available on LED keypads.

The Digital Keys will allow you to perform all the basic operations from enabled Readers.

The Reader

Readers have 3 light indicators: Red, Amber and Green.

☞ *To comply with EN50131, 30 seconds after every arming/disarming, the 3 light indicators will be switched off to "hide" the control unit status.*

*In order to comply with the EN50131-1 and EN50131-3 standards, **EN50131** option must be enabled (ask your installer).*

The ABSOLUTA control panel supports the following Readers.

- **ECLIPSE2** Proximity Reader (Figure 3b): it has a *sensitivity field* where you must held the Key to perform the required operation.
- **PROXI** Proximity Reader (Figure 3d): like the ECLIPSE2 Reader, it has a *sensitivity field* where you must held the Key to perform the required operation.
- Proximity Reader integrated on the **PREMIUM** Keypad (Figure 3e): these Keypads have built in Proximity Reader able to detect a Key held in its *sensitivity field*.

☞ *The ABSOLUTA Control Panel supports also the **ECLIPSE** Reader. If you use this Reader be sure that its LEDs show the required status before releasing the inside switch.*

ABSOLUTA manages up to 32 Readers. The Installer will program the following options for each Reader:

- The Partitions the Reader can control (Reader Partitions);
- **A** Mode Arming (AMBER);
- **B** Mode Arming (GREEN).

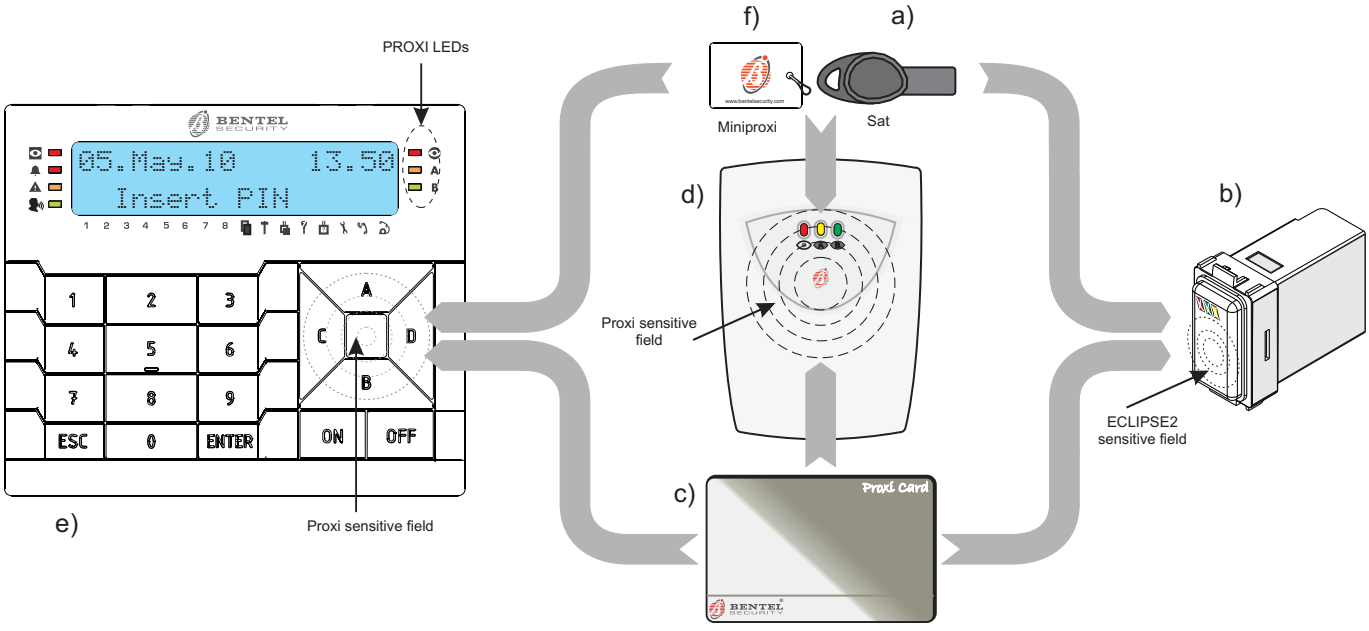

Figure 3 ***a)*** *SAT Digital key,* ***b)*** *ECLIPSE2 key reader,* ***c)*** *PROXI-CARD card,* ***d)*** *PROXI reader,* ***e)*** *PREMIUM LCD keypad;* ***f)*** *MINIPROXI Tag..*

The Digital Key

The ABSOLUTA control panel supports the following Digital Keys.

- **SAT** Proximity Key (Figure 3a): it is able to work with all the Readers.
- **PROXI-CARD** Card (Figure 3c): it is able to work with all the Readers.
- **MINIPROXI** Tag (Figure 3f): it is able to work with all the Readers.

When you present a Key to the Reader's sensitivity field, you can perform the operations described in this section.
Each Key has a random code, selected from over **4 billion** combinations, that ensure an high security grade.
Your Installer, during the programming phase, enrolls the Keys that you can use on the system and assigns their a label to identify the relative user: in this way you can recognize in the Event Logger, who does what.
The ABSOLUTA control panel supports up to **250** Keys.
Also the Keys are programmed to operate on specific Partitions, as per the Readers.

☞ *In this Manual, the word **Key** refers to the Sat Key, the PROXI-CARD Card and the MINI-PROXI Tag and, the word **Reader** refers to the ECLIPSE2 and PROXI Readers and the Proximity Reader inside the PREMIUM Keypad, unless otherwise stated.*

The Reader's Light Indicators

The Readers have 3 light indicators that operate depending if the Key is present on the Reader or not.

■ **Key at Reader**
When a Key is detected by the Reader, the light indicators will signal as follows.

- **Fast Blinking on ALL the Light Indicators**: this will occur when a False Key is present at the Reader.
- **Slow Blinking on ALL the Light Indicators**: this will occurs when not programmed keys with PATROL option is near the sensitive field of Reader for more than 10 seconds, or until all three LEDs start slow Blinking, and no Arming/Disarming operation shall be performed.
- **RED Light Indicator ON**: the system will Arm when you remove the Key from the Reader.
- **RED Light Indicator blinking**: arming blocking conditions has been detected.
- **AMBER Light Indicator ON**: the system will arm in **A Mode** when you remove the Key from the Reader.
- **AMBER Light Indicator blinking**: **A Mode** arming blocking conditions has been detected.
- **GREEN Light Indicator ON**: the system will arm in **B Mode** when you remove the Key from the Reader.
- **GREEN Light Indicator blinking**: **B Mode** arming blocking conditions has been detected.

■ **No Key at Reader**
When no Key is present at the Reader, the Light Indicators will signal as shown in the following table.

RED	AMBER	GREEN	DESCRIPTION
OFF	OFF	OFF	*The system is **Disarmed**.*
ON	OFF	OFF	*At least one Reader's Partition is **Armed**.*
ON	**ON**	OFF	*The system is armed in **A** mode.*
ON	OFF	**ON**	*The system is armed in **B** mode.*
Fast flash on RED LED indicates a running alarm			
Slow flash on RED LED indicates an alarm memory			

The Partitions that are not controlled by the Reader will not affect the Light Indicators.

☞ *The Installer can program the Reader's Light Indicators to signal the System status at all times, or alternatively, only in response to a Valid Key (Light Indicators OFF when no Key is present, comply with EN50131).*

Multiple Systems

The Keys can be programmed (by the Installer) to operate on more than one System, and to manage different Partitions on each System.

Key operations

The Keys can:

- **No Action**
- **Disarm**
- **Away Arm**
- **Arm — A Mode**
- **Arm — B Mode**
- **Patrol Disarm**

■ **No Action**
This operation keeps the Partitions' status as the one that was theirs before the Key was brought close to the Reader.

1. Hold the Key near the sensitive field of the Reader.

2. Remove the Key when ALL the light indicators are blinking slowly (about 10 seconds): in **EN50131** mode, the Reader will show the Areas' status momentarily.

■ **Disarm**
This operation will Disarm all the Partitions common to both the Digital Key and Reader in use.

1. Hold the Key near the sensitive field of the Reader: the **Green** light indicator will blink briefly to show that the Partitions have been disarmed.

2. Remove the Key when ALL the light indicators turn OFF (Figure 4a).

☞ *During the programming phase, the Installer can enable or not the Key to clear the Partition calls or Control Panel calls when the system will be disarmed.*

Multi-PIN/Key Disarming If the installer has programmed the multi PIN/Key disarming for a Partition, you need to enter/use the number of programmed PINs/Keys to disarm the Partition, before the programmed time expires, as follow (read also the same paragraph on "Basic (Arming) Commands".

1. Enter a valid PIN then press **OFF** or hold a valid Key near the sensitive field of the Reader: the **Green** light indicator blinks few seconds, then the **Red** light indicator turns ON indicating that you need to use another PIN/Key to disarm the Partitions.

2. Press **ESC** or wait for the display message `Enter PIN`, before enter another valid PIN, then press **OFF**, or hold another valid Key near the sensitive field of the Reader: the **Red** light indicator turns OFF indicating the Partition disarming otherwise, the **Green** light indicator blinks few seconds and the **Red** light indicator stay ON, indicating that you need another PIN/Key to disarm the Partitions.

3. Press **ESC** or wait for the display message `Enter PIN`, before enter another valid PIN, then press **OFF**, or hold another valid Key near the sensitive field of the Reader: the **Red** light indicator turns OFF indicating the Partition disarming.

■ **Away Arm**
This operation will Arm all the Partitions common to both the Key and Reader in use.

1. Hold the Key near the sensitive field of the Reader.

2. Remove the Key when the **Red** indicator light turns ON (Figure 4b).

☞ *If one of the programmed block conditions, for Arming, is active, you cannot Arm; the three light indicators, first, flash one at a time and then begin to flash all together.*

☞ *To comply with EN50131 for the Reader, all 3 light indicators will be switched off to "hide" the control panel status, if the relative option is enabled.*

■ **Arm — A Mode**
This operation will Arm and Disarm the Partitions in accordance with the **A Mode** Arming configuration (programmed by the Installer).

1. Hold the Key near the sensitive field of the Reader: the light indicators will light in turn (at 2 second intervals), as shown in Figure 4.

2. Remove the Key when the **Red** and **Amber** light indicators are ON (Figure 4c): at this point the system will Arm in **A Mode**.

☞ *When the Reader's **EN50131** option is DISABLED, the **Amber** light indicator turns OFF when you remove the Key, if the Key's Partitions does not match the Reader's Partitions.*

For example: if a Key is assigned to the **Partition n. 1** and a Reader is assigned to the **Partitions n. 1 and 2**, the **Amber** light indicator turns ON when you hold the Key near the Reader; when you remove the Key from the Reader, **only the Partitions n. 1** arms in **A Mode** and the **Amber** light indicator **turns OFF**.

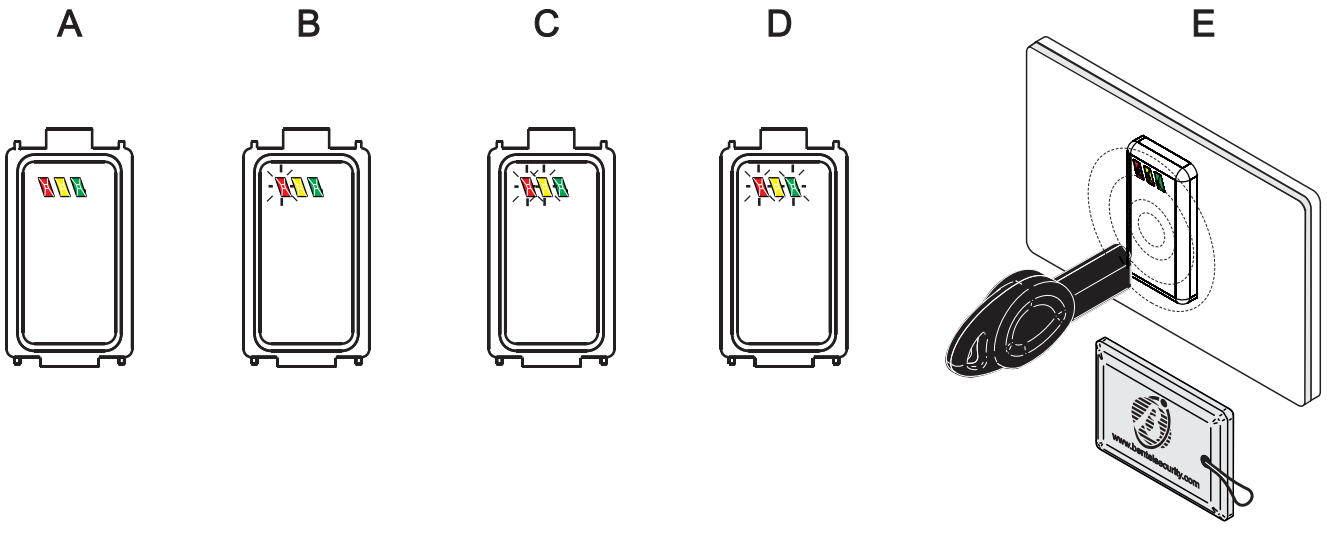

Figure 4 *Disarm/Arm from ECLIPSE2 reader.*

■ **Arm — B Mode**
This operation will Arm and Disarm the Partitions in accordance with the **B Mode** Arming configuration (programmed by the Installer).

1. Hold the Key near the sensitive field of the Reader: the light indicators will light in turn (at 2 second intervals), as shown in Figure 4.

2. Remove the Key when the **Red** and **Green** light indicators are ON (Figure 4d): at this point the system will Arm in **B Mode**.

☞ *When the Reader's **EN50131** option is DISABLED, the **Green** light indicator turns OFF when you remove the Key, if the Key's Partitions does not match the Reader's Partitions.*

For example: if a Key is assigned to the **Partition n. 1** and a Reader is assigned to the **Partitions n. 1 and 2**, the **Green** light indicator turns ON when you hold the Key near the Reader; when you remove the Key from the Reader, **only the Partition n. 1** arms in **B Mode** and the **Green** light indicator **turns OFF**.

■ **Disarm Patrol**
Keys with the **Patrol** option can Disarm the system for the programmed Patrol Time.

■ **False Key**
When an unrolled (false) Key is present at the Reader, ALL the Reader's light indicators fast blinking.

☞ *A Reader tamper will be generated if you present 10 time a false Key at the Reader.*

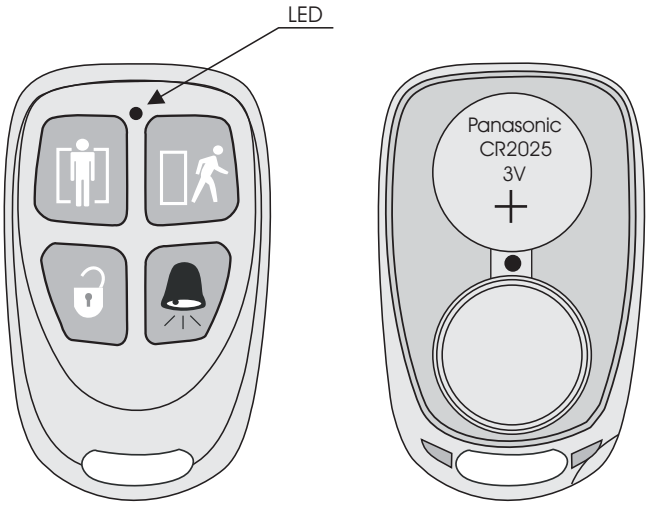

Figure 5 *Wireless key.*

The Wireless Key

If your system is equipped with a Wireless Receiver, it will be possible to control all the main functions from remote locations by means of Wireless Keys (see Figure 5). This paragraph describes the functions that can be controlled by Wireless Keys.

☞ *The operations performed by Wireless Keys will not be confirmed by any type of feed back signal (audible or visual), unless done in the vicinity of a Reader or a Keypad, or a device that has been especially set up to provide feed back signals.*

■ **Away Arming ( )**
Press the button until the LED turns ON (see Fig. 5), to **Arm all the Partitions** of the Wireless Key in use.

■ **Stay Arming ( )**
Press the button until the LED turns ON (see Fig. 5), to Arm the system in **A** Mode.

■ **Disarming ( )**
Press the button until the LED turns ON (see Fig. 5), to **Disarm all the Partitions** of the Wireless Key in use.

■ **Other functions ( )**
Press the button until the LED turns ON (see Fig. 5), to activate the special functions programmed for the Wireless Key in use (example: B Mode arming, Superkey or both).

■ **Low Battery**
If any of the Wireless Key batteries starts to run low, the ⚠ LED on the Keypads will Turn ON.

☞ *All the system Trouble conditions are signalled by the ⚠ LED. Therefore, if this LED turns ON, you must access the **View Trouble** Mode for details.*

The Low Wireless Battery condition will be signalled in **View Trouble** Mode by the [Bat.low WLS] message (refer to “View Trouble Mode” in the “OPERATING YOUR SYSTEM FROM A KEYPAD” section).
The Event Logger will provide the details of the Wireless key that has triggered the Low battery condition.

In accordance with the EN50131-1 standard, the system does not arm if there is a low battery condition, when you perform an arming request: the external siren will emit a double squawk. You can verify the cause that inhibits the arming (low battery), through an LCD keypad, and force the arming: the external siren will emit a squawk to signal the arming.

Call your installer and have the battery replaced.

If your Installer has enabled the User PINs, you will be able to control your system via any touch-phone.

☞ *For recording the customized voice messages, your system has a **AS100** Stand-alone Audio station.*

Each PIN can be programmed to control specific functions and Partitions.

☞ *PIN N. 1 CANNOT access the system by telephone.*

You can access the system over the phone:
- by receiving a call from the Control panel (Dialler mode);
- by calling the Control panel, when the Answering device facility is enabled (Answer mode).

Remote Access via Dialler mode

If your installer has duly set up your Control panel, the Dialler will send voice messages to the programmed telephone numbers when Alarm, Tamper, Fault conditions are detected. If you receive a Dialler call, you will be able to access your system during the call by entering your **PIN** on the telephone keypad. You can enter your **PIN** while the message is playing, or during the pauses between message announcements.

☞ *If the **Confirm successful calls** option is Enabled, you must press the [*] (Star) key while the voice message is still running, otherwise the Control panel will consider the call "Unsuccessful", and will carry out the programmed Actions.*

Remote Access via Answer mode

If your installer has set up your Control panel to answer incoming calls, you will be able to access your system via the *Answering device* facility.

☞ *The Answering function must be Enabled (refer to "OPERATING YOUR SYSTEM FROM A KEYPAD>Program>ON/OFF Answering (2.1)", otherwise, you will be unable to access your system via remote telephone.*

☞ *DO NOT use a telephone with a redial button to Arm or Disarm your system, as this may put your system security at risk.*

Two conditions are possible:
- Teleservice Enabled;
- Teleservice Disabled.

Teleservice Enabled If the *Answer* and *Teleservice* facilities are both Enabled, the Control Panel will answer your call after the programmed number of rings. It will emit a high-pitch audible signal (beep), wait approximately 10 seconds then will play the *Welcome message*. At this point, you can enter your PIN and send the required commands over the phone.

Teleservice Disabled If the *Teleservice* facility is Disabled, the Control Panel will answer your call after the programmed number of rings, then will play the *Welcome message* and asks you to enter your PIN to access to the remote control.

Typing-in your User PIN

You can type-in your PIN while the message is playing, or during the pauses between message announcements, regardless of the Telephone Access mode (Dialler or Answer Mode). To type-in your PIN:

1. Press [#].
2. Enter your PIN.
3. Press [#].

☞ *If the Vocal Guide is disabled, when your system recognizes your PIN, it will emit an audible feed back signal (beep, beep), and will accept commands. If your system DOES NOT recognize your PIN, it will emit an audible error signal (boop).*

☞ *If the Vocal Guide is enabled, a series of messages explains the procedures for operating the system from a telephone. The Vocal Guide must be enabled by the Installer.*

☞ *Press [#] to repeat the messages from the start.*

The system will end the call automatically, if no valid PIN is entered within 30 seconds (at default). This interval can be customized from 1 to 254 seconds.

Entering Commands

Once your PIN has been recognized, you can enter the Command Codes.

☞ *The system will end the call automatically, if no Key is pressed within 2 minutes.*

■ **Cancel Command (#)**
Press # to cancel the Command, and step back to the Enter data phase.

Press # to delete incorrect digits: the system will emit an audible feed back signal (2 beeps) to confirm that the data has been deleted.

■ **On Hook (*)**
If you are accessing your system via "Answering device" mode, press * to end the call.

■ **Remote Talk/Listen-in (1)**

☞ *This command requires the **AS100** Audio station.*

- Press 1 to start the Remote **Listen-in** session, via the Audio Station microphone.
- Press 1 again to start the **One-way Talk** session, via the Audio station speaker.

☞ *If required, press 1 to switch from **One-way Talk** to **Listen-in** mode, and vice versa. The **One-way Talk** and **Listen-in** modes cannot be active at the same time.*

- Press 2 to start the **Two-way Talk / Listen-in** session, via the Audio Station microphone and speaker.

This feature will allow you to listen in on the protected premises and talk to whoever is present.
Two-way Talk / Listen-in sessions can also be activated by the Personal Panic Button thus making this feature extremely useful in emergency situations involving the elderly or disabled.

☞ *If you press 1 during the **Two-way Talk** session, the Control panel will switch to **Listen-in** mode.*

☞ *If the sound quality of the **Two-way Talk** session is poor, use the **One-way Talk** and **Listen-in** modes (press 1).*

- Press 4 to reduce the remote microphone audio gain.
- Press 5 to centre the remote microphone audio gain.
- Press 6 to increase the remote microphone audio gain.

■ **Zone/Partitions status (2)**
This command will allow you to check on the status of the Zones and of the Partitions.

☞ *The Zone and Partition Identifier number **must always be 3 digits long**. If necessary enter the required 0 to fit.*

1. Press 2 to check the Zone and Partitions status.
2. Press 1 for Partition status or 2 for Zones status.

Partitions status Press in sequence 1 ? ? ? to know the current status of the Partition **???**.

The Partition status will be indicated by the following messages:
<<Armed>> (Message 200), if the Partition is armed;
<<Armed stay>> (Message 201), if the Partition is armed in stay mode;
<<Armed stay with zero delay>> (Message 202), if the Partition is armed in stay mode with 0 delay;
<<Disarmed>> (Message 203), if the Partition is disarmed.
boop, If Partition Identifier entered is 0.

After the message, the system will go back to step **1**.

Zone status Press in sequence 2 ? ? ? to know the current status of the Zone **???**.

The Zone status will be indicated by the following messages:
<<Active zone>> (Messagge194), if the zone is active;
<<Tampered zone>> (Message 195), if the zone is Tampered;
<<Zone in fault>> (Message 196), if the zone is fault;
<<Zone in alarm>> (Message 197), if the zone in alarm;
<<Standby zone>> (Message 198), if the zone is in standby;
boop, if zone Identifier entered is 0.

After the message, the system will go back to step **1**.

■ **Turn Reserved Outputs ON/OFF (3)**
This command will allow you to turn ON/OFF the appliances (Sprinkler system, Courtesy lights, etc.) connected to the **Reserved** Outputs.

☞ *The Output Identifier number **must always be with 2 digits long**, if necessary enter the required 0 to fit.*

1. Press 3 to access **Output control**.
2. Enter the Identifier number of the required Output.
3. Press 1 to turn ON, or 0 to turn OFF the appliance connected to the selected Output.

An audible signal will communicate the result of the command:
Beep, if action done;
Boop, if action fails.

The appliance will turn ON/OFF immediately, and the system will go back to step **1**.

■ **Panel Arming/Disarming (4)**
This command will allow you to Arm and Disarm the Panel in accordance with programming.

1. Press 4 to access **Arming/Disarming**.

2. Press:
- ➢ 0 to know the current status of the Partition Panel;
- ➢ 1 to **Arm** the Panel;
- ➢ 2 to **Disarm** the Panel;
- ➢ either 3, 4, 5 or 6 to Arm the Panel, respectively in **A**, **B**, **C** or **D** Mode.

☞ *Will be armed/disarmed ONLY the PIN's Partitions.*

The Control Panel status will be indicated by the following messages:
<<Panel armed>> (Messages 199+200), if the Panel is armed;
<<Panel disarmed>> (Messages 199+203), if the panel is Disarmed;
<<Not ready, action will not be executed>> (Message 204), if there is any problem that inhibits the Panel arming;
<<Not ready, press one to arm anyway>> (Message 205), if there is any problem that inhibits the Panel arming, but it is possible to arm anyway.

In the last case, if 1 is pressed anyway to arm, the messages **<<Panel armed>>** will follow (Message 199+200).

The Partitions will Arm/Disarm immediately, and the system will go back to step **1**.

■ **Arm/Disarm Single Partitions (5)**
This command will allow you to Arm/Disarm the Partitions individually.

☞ *The Partition Identifier number **must always be 2 digits long**, if necessary enter the required 0 to fit.*

1. Press 5 to access **Arm/Disarm Single Partitions**.

2. Enter the Identifier number of the Partition.

3. Press:
- ➢ 1 to Arm the Partition in **Away** mode;
- ➢ 2 to **Disarm** the Partition;
- ➢ 3 to Arm the Partition in Stay mode;
- ➢ 4 to Arm the Partition in Stay with **Zero Delay** mode.

The partition status will be indicated by the following messages:
<<Armed>> (Message 200), if any action of arming was successful;
<<Disarmed>> (Message 201), if any action of disarming was successful;
<<Not ready, action will not be executed>> (Message 204), if any action of arming has been refused;
<<Not ready, press one to arm anyway>> (Message 205), if the partition is not ready to arm, but it is possible to arm anyway.

If 1 is pressed anyway to arm, the messages **<<Armed>>** will follow (Message 200).

The Partition will Arm/Disarm immediately, and the system will go back to step **1**.

■ **Enable/Disable Teleservice (6)**
This command will allow you to Enable/Disable the Teleservice facility (Installer).

1. Press 6 to Enable/Disable the Teleservice (Installer).

2. Press 1 to enable or 0 to disabled Teleservice:

An audible signal will communicate the result of the command:
Beep, if action done;
Boop, if action fails.

■ **Clear call queue (7)**
If you are accessing your system via *Answering device* mode, press 7 to end the call.

If you are accessing your system via *Dialler* mode (after receiving an Alarm message), press 7 to interrupt the ongoing Alarm, and clear the call queue.

A **beep** will communicate the positive result of the required action.

■ **Alarms Reset (8)**
This command will allow you to clear Partition and/or Control panel Alarms, and restore the system to standby, depending on the Access level of the PIN used via Telephone.

A **beep** will communicate the positive result of the required action.

■ **Disable Current User PIN (9)**
This command will allow you to Disable the entered User PIN:
- ➢ a **beep** will communicate the positive result of the required action.

☞ *This security feature will allow you to protect your system against unauthorized access. If you Disable a PIN via Telephone it cannot be used again until it is Re-enabled via the User menu (refer to "PIN Programming").*

The operations described in this chapter are possible only if the installer has installed the GSM Module in your control panel and has carried out the respective programming: ask your installer which operations are possible with your control panel.

☞ *Some of the operations described in this chapter require you to send your PIN by SMS. To increase the security of your system, once the operation requested has been completed, you can disable your PIN as described in the respective paragraph, so that no one else can use it without your knowledge.*

Events Controlled by Caller ID

You can activate some events (See Table 10) simply by calling the control panel's GSM number, at no cost.

When the control panel receives a call from one of the **Phone Numbers** listed in Table 10, it waits for a few rings, then it hangs up and activates the respective **Event**: the control panel then confirms with one ring to the phone number, if enabled to do so by the installer.

☞ *The ring for confirmation may be delayed if there are other calls in the queue or it may be lost if the queue is full or because of problems with the GSM network.*

N.	Phone Numbers	Event		N.	Phone Numbers	Event
1				17		
2				18		
3				19		
4				20		
5				21		
6				22		
7				23		
8				24		
9				25		
10				26		
11				17		
12				28		
13				29		
14				30		
15				31		
16				32		

Table 10 *Events Controlled by Caller ID.*

Events Controlled by SMS

You can activate and deactivate events (Table 11) by sending the following SMS to the control panel's GSM number:

#ABS#E#<PIN>#<ON|OFF>#<Command String>#<Text>

- **PIN**: a User PIN enabled to manage the control panel by SMS.
- **ON|OFF**: ON activates the event; OFF deactivates the event.
- **Command String**: the string programmed by the installer, which is NOT case-sensitive (see the **Command String** column in Table 11).
- **Text**: additional text that can be used to assign a description to the command message and is ignored by the control panel.

☞ *The event is activated and deactivated ONLY if the PIN and the event share at least one Partition (see the **Partitions** column in Table 11).*

N.	Command String	Event	Partitions															
			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1																		
2																		
3																		
4																		
5																		
6																		
7																		
8																		
9																		
10																		
11																		
12																		
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23																		
24																		
25																		
26																		
27																		
28																		
29																		
30																		
31																		
32																		

Table 11 *Events Controlled by SMS.*

Partition Status

You can check on the status of the control panel's Partitions by sending the following SMS to the control panel's GSM number:

#ABS#A#<PIN>#<Text>

- **PIN**: a User PIN enabled to manage the control panel by SMS.
- **Text**: an additional text that can be used to assign a description to the command message and is ignored by the control panel.

The control panel will respond with the following SMS:

#ABS#A#<SMS Label>-<A|P|Z|D|t|*|!>,...,<SMS Label>-<A|P|Z|D|t|*|!>

SMS Label: the code assigned to the Partition by the installer (see table below).

A|P|Z|D|t|*|!: the Partition's status as described in Table 6 on page 9.

N.	Partition Label	SMS Label
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		

☞ *The SMS sent in reply will show only the status of the Partitions assigned to the PIN used to make the request.*

☞ *The SMS sent in reply may be delayed if there are other calls in the queue or may be lost if the queue is full or there are problems with the GSM network.*

Credit Check

You can check on the credit remaining for the SIM in the control panel by sending the following SMS to the control panel's GSM number:

#ABS#C#<PIN>#<Text>

- **PIN**: a User PIN enabled to manage the control panel by SMS.
- **Text**: additional text that can be used to assign a description to the command message and is ignored by the control panel.

The control panel will forward the message received from the mobile telephone operator to the telephone number from which the request was made.

☞ *The SMS sent in reply may be delayed if there are other calls in the queue or may be lost if the queue is full or there are problems with the GSM network.*

☞ *If programmed to do so by the installer, the credit message will be forwarded periodically to the **first number** in the Phonebook.*

☞ *The credit remaining can also be checked from an LCD keypad as described in the section "OPERATING YOUR SYSTEM FROM A KEYPAD>View>GSM Module Status (3.3)".*

Disabling a PIN

You can disable your PIN by sending the following SMS to the control panel's GSM number:

#ABS#BLOCK#<PIN>#<Text>

- **PIN**: a User PIN enabled to manage the control panel by SMS.
- **Text**: additional text that can be used to assign a description to the command message and is ignored by the control panel.

☞ *The PIN can be enabled from an LCD keypad, as described in the section "OPERATING YOUR SYSTEM FROM A KEYPAD>Program>PIN Programming (2.5)".*

NO.	LABEL	NO.	LABEL	NO.	LABEL
1		44		86	
2		45		87	
3		46		88	
4		47		89	
5		48		90	
6		49		91	
7		50		92	
8		51		93	
9		52		94	
10		53		95	
11		54		96	
12		55		97	
13		56		98	
14		57		99	
15		58		100	
16		59		101	
17		60		102	
18		61		103	
19		62		104	
20		63		105	
21		64		106	
22		65		107	
23		66		108	
24		67		109	
25		68		110	
26		69		111	
27		70		112	
28		71		113	
29		72		114	
30		73		115	
31		74		116	
32		75		117	
33		76		118	
34		77		119	
35		78		120	
36		79		121	
37		80		122	
38		81		123	
39		82		124	
40		83		125	
41		84		126	
42		85		127	
43		86			

Table 12 *PIN list.*

PIN list

Table 12 shows the Label assigned to the User PIN:

- the **NO.** column shows the Identifier number of the User PIN;
- the **LABEL** column (to be filled in by the Installer) is for the PIN User's name.

Arming block conditions

The Table 13 on the next pages shows the conditions that prevent the system arming, as they are reported (**Feedback**) and if you can force the arming (**ARM**), in different operation modes (**EN50131**).

Blocking Condition	EN50131	LCD Keypad		LED Keypad			Keyreader	
		Feedback	ARM.	Feedback	LED[1]	ARM.	Feedback	ARM.
Already Armed	Yes	Display Mess.	No	Boop	N/A	No: exit	Fast Blink	Yes
	No	Display Mess.	No	Boop			Fast Blink	Yes
Fault Zone	Yes	Display Mess.	F	Cont. Boop	⚠	ENTER to force ESC to abort	Fast Blink	No
	No	Display Mess.	F	Cont. Boop			LED ON	Yes
Active Zone	Yes	Display Mess.	No[2]	Cont. Boop	[3]	No: ESC to exit	Fast Blink	No
	No	Display Mess.	No[2]	Cont. Boop			Fast Blink	No
Bypassed Zone	Yes	Display Mess.	F	Cont. Boop	⊗	ENTER to force ESC to abort	Fast Blink	No
	No	Display Mess.	F	Cont. Boop			LED ON	Yes
Inactive Zone	Yes	Display Mess.	F	Cont. Boop	T	ENTER to force ESC to abort	Fast Blink	No
	No	Display Mess.	F	Cont. Boop			LED ON	Yes
Already Disarmed	Yes	Display Mess.	No	Boop	N/A	No	Fast Blink	No
	No	Display Mess.	No	Boop			Fast Blink	No
No Action	Yes	Display Mess.	No	Boop	N/A	No	Fast Blink	No
	No	Display Mess.	No	Boop			Fast Blink	No
Masked Zone	Yes	Display Mess.	F	Cont. Boop	T	ENTER to force ESC to abort	Fast Blink	No
	No	Display Mess.	F	Cont. Boop			LED ON	Yes
Tampered Zone	Yes	Display Mess.	No	Cont. Boop	T	No: ESC to exit	Fast Blink	No
	No	Display Mess.	F	Cont. Boop		ENTER to force	LED ON	Yes
Failed Interconnection	Yes	Display Mess.	No	Cont. Boop	⚠	No: ESC to exit	Fast Blink	No
	No	Display Mess.	F	Cont. Boop		ENTER to force	LED ON	Yes
Mains Fault	Yes	Display Mess.	F	Cont. Boop	~	ENTER to force ESC to abort	Fast Blink	No
	No	Display Mess.	F	Cont. Boop			LED ON	Yes
Battery Fault	Yes	Display Mess.	F	Cont. Boop	▬	ENTER to force ESC to abort	Fast Blink	No
	No	Display Mess.	F	Cont. Boop			LED ON	Yes
Communicator Fault	Yes	Display Mess.	F	Cont. Boop	☎	ENTER to force ESC to abort	Fast Blink	No
	No	Display Mess.	F	Cont. Boop			LED ON	Yes
Siren Fault	Yes	Display Mess.	F	Cont. Boop	🔔 ⚠	ENTER to force ESC to abort	Fast Blink	No
	No	Display Mess.	F	Cont. Boop			LED ON	Yes
System Tamper	Yes	Display Mess.	No	Cont. Boop	T	No: ESC to exit	Fast Blink	No
	No	Display Mess.	F	Cont. Boop		ENTER to force	LED ON	Yes
Request already done	Yes	Display Mess.	No	Boop	N/A	No	Fast Blink	No
	No	Display Mess.	No	Boop			Fast Blink	No
Active Auto-bypassed Zone	Yes	Display Mess.	F	Cont. Boop	N/A	ENTER to force ESC to abort	Fast Blink	No
	No	Display Mess.	F	Cont. Boop			LED ON	Yes
Keyfob Low Battery	Yes	Display Mess.	F	Cont. Boop	⚠	ENTER to force ESC to abort	Fast Blink	No
	No	Display Mess.	F	Cont. Boop			LED ON	Yes

Table 13 *Arming Block Conditions: **1)** The arming block condition is indicated by the fast blinking of the LEDs in this column; **F)** Force arming; **Cont. Boop)**.Continuous Boop; **2)** You can force the arming when the Active Zone is an Hold-up Zone; **3)** Fast Blinking of Partition's LEDs that have active zones; **Squawk**) sound emitted from an external siren; **4)** The Squawk can be avoided.*

Keyfob		Command Zone		BOSS Software		By Telephone		Event Schedule	
Feedback	ARM.	Feedback	ARM.	Feedback	ARM.	Feedback	ARM.	Feedback	ARM.
Squawk-Squawk	No	Squawk-Squawk	No	Message	No	Voice Mess.	No	Dedicated Event	No
Squawk-Squawk	No	Squawk-Squawk	No	Message	No	Voice Mess.	No	None	Yes
Squawk-Squawk	No	Squawk-Squawk	No	Message	F	Voice Mess.	F	Dedicated Event	No
Squawk[4]	Yes	Squawk[4]	Yes	Message	F	Voice Mess.	F	None	Yes
Squawk-Squawk	No	Squawk-Squawk	No	Message	No	Voice Mess.	No	Dedicated Event	No
Squawk-Squawk	No	Squawk-Squawk	No	Message	No	Voice Mess.	No	Dedicated Event	No
Squawk-Squawk	No	Squawk-Squawk	No	Message	F	Voice Mess.	F	Dedicated Event	No
Squawk[4]	Yes	Squawk[4]	Yes	Message	F	Voice Mess.	F	None	Yes
Squawk-Squawk	No	Squawk-Squawk	No	Message	F	Voice Mess.	F	Dedicated Event	No
Squawk[4]	Yes	Squawk[4]	Yes	Message	F	Voice Mess.	F	None	Yes
Squawk-Squawk	No	Squawk-Squawk	No	Message	No	Voice Mess.	No	Dedicated Event	No
Squawk-Squawk	No	Squawk-Squawk	No	Message	No	Voice Mess.	No	Dedicated Event	No
Squawk-Squawk	No	Squawk-Squawk	No	Message	No	Voice Mess.	No	Dedicated Event	No
Squawk-Squawk	No	Squawk-Squawk	No	Message	No	Voice Mess.	No	Dedicated Event	No
Squawk-Squawk	No	Squawk-Squawk	No	Message	F	Voice Mess.	F	Dedicated Event	No
Squawk[4]	Yes	Squawk[4]	Yes	Message	F	Voice Mess.	F	None	Yes
Squawk-Squawk	No	Squawk-Squawk	No	Message	F	Voice Mess.	F	Dedicated Event	No
Squawk[4]	Yes	Squawk[4]	Yes	Message	F	Voice Mess.	F	None	Yes
Squawk-Squawk	No	Squawk-Squawk	No	Message	F	Voice Mess.	F	Dedicated Event	No
Squawk[4]	Yes	Squawk[4]	Yes	Message	F	Voice Mess.	F	None	Yes
Squawk-Squawk	No	Squawk-Squawk	No	Message	F	Voice Mess.	F	Dedicated Event	No
Squawk[4]	Yes	Squawk[4]	Yes	Message	F	Voice Mess.	F	None	Yes
Squawk-Squawk	No	Squawk-Squawk	No	Message	F	Voice Mess.	F	Dedicated Event	No
Squawk[4]	Yes	Squawk[4]	Yes	Message	F	Voice Mess.	F	None	Yes
Squawk-Squawk	No	Squawk-Squawk	No	Message	F	Voice Mess.	F	Dedicated Event	No
Squawk[4]	Yes	Squawk[4]	Yes	Message	F	Voice Mess.	F	None	Yes
Squawk-Squawk	No	Squawk-Squawk	No	Message	F	Voice Mess.	F	Dedicated Event	No
Squawk[4]	Yes	Squawk[4]	Yes	Message	F	Voice Mess.	F	None	Yes
Squawk-Squawk	No	Squawk-Squawk	No	Message	No	Voice Mess.	No	Dedicated Event	No
Squawk-Squawk	No	Squawk-Squawk	No	Message	No	Voice Mess.	No	Dedicated Event	No
Squawk-Squawk	No	Squawk-Squawk	No	Message	F	Voice Mess.	F	Dedicated Event	Yes
Squawk[4]	Yes	Squawk[4]	Yes	Message	F	Voice Mess.	F	None	Yes
Squawk-Squawk	No	Squawk-Squawk	No	Message	F	Voice Mess.	F	Dedicated Event	No
Squawk[4]	Yes	Squawk[4]	Yes	Message	F	Voice Mess.	F	None	Yes

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